SUPER MARIO ODYSSEY

Kingdom Adventures

Travel Companion Volume 3

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Lost Kingdom
Snow Kingdom
Metro Kingdom

Pack Your Bags!

When Mario set out to stop Bowser from forcing Princess Peach to marry him, he had no idea what it would lead to. But his attempt to save a friend quickly proves far more difficult than Mario could have ever anticipated. Much to Peach's dismay, the tuxedo-clad Bowser manages to knock Mario from his ship, sending him tumbling through the night sky.

But to where?

Thanks to a friendly flying top hat known as Cappy, Mario is roused from his slumber in a tiny area of the Cap Kingdom known as Bonneton. The local population isn't just friendly, but they've got a stake in stopping Bowser too! One of their own, Cappy's sister Tiara, was also kidnapped, and he wants to team up with Mario to get her back.

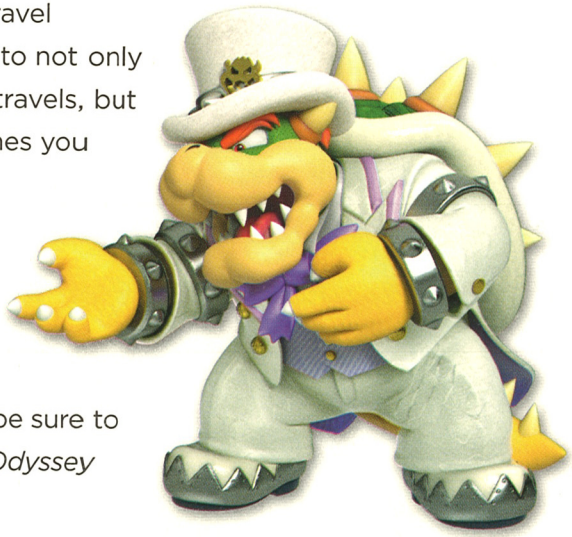
With Cappy's help, Mario soon finds himself in command of the Odyssey, an incredible airship capable of traveling to more than a dozen kingdoms. From the scorching sands of Tostarena to the bustling streets of New Donk City, there's no place the Odyssey can't go. Don your favorite hat and put your seatback in its full, upright position. The Odyssey is taking flight for Mario's biggest, boldest adventure yet!

CONTINUE THE ADVENTURE!

Collect all six volumes of *Super Mario Odyssey: Kingdom Adventures* to follow Mario on his epic journey!

Mario's desire to stop Bowser may be his ultimate goal, but the best part of any adventure is the journey, not the destination. And oh, the places you'll go, Mario!

Take us along as we help you uncover the secrets of these three kingdoms in Mario's quest. The following pages contain insights into the most popular tourist attractions, regional events and activities, local culture, and souvenirs. Consider this book your ultimate travel companion, a tour guide designed to not only help you get the most out of your travels, but also a record of the memorable times you and Mario share.



This volume provides insights into Lost Kingdom, Snow Kingdom, and Metro Kingdom. For gameplay assistance, maps of Power Coins, and general strategy, be sure to check out the *Official Super Mario Odyssey Strategy Guide*, sold separately.

Lost Kingdom

Remote Island Chain in the Tropics

The Lost Kingdom is a small island chain surrounded by a bubbling, poisonous sea. Much of the island is covered in dense vegetation with muted pastel colors. Some unique species are found here, native to Lost Kingdom and distinct among the creatures of the world.

The only modern structure for the rare tourist passing through is Crazy Cap's, the souvenir shop, sitting atop the highest mesa—is there anywhere they won't branch out? Otherwise, the Lost Kingdom is uninhabited by civilized folks now. However, all over the island traces remain of the people who lived here long ago, perhaps when the water was clean and ancient trade routes still crossed the kingdom. Now, sturdy ruins are all that remain.

Parts of the ruins display the same distinct starburst icons seen in many other places in the modern world, on top of some switches and enemies. The starburst is a telltale sign that a good ground pounding is in order, whether to activate a switch effect or batter a baddie. It seems apparent that ancient heroes had ground pound technology, too. Perhaps it was invented here, and then spread to the wider world?

On first landing, there aren't pressing concerns or activities beyond repairing and refueling the Odyssey. Later, there's more to find and do, but not much more. The area is still uninhabited, after all.

Forgotten Isle

Lively paradise surrounded by a sea of death.

GET TO KNOW FORGOTTEN ISLE	
Population	Unknown
Size	Smallish
Locals	Unknown
Currency	Leaf-shaped
Industry	Unknown
Temperature	Average 91°F

THREE KEYS TO THE KINGDOM

1. *Enjoy the breathtaking scenery, but beware the death-dealing poison.*
2. *Watch the Tropical Wiggler grow and shrink—it is simply mesmerizing.*
3. *Puzzle over the odd mechanics of these strange ruins.*

TRACES OF A PLATFORMING SOCIETY

It's a shame Mario and Cappy's arrival in Lost Kingdom was during an emergency and not an archaeological expedition, because there'd be much to learn. How old are the ruins? How did the residents cool off? Was the water always hazardous? The locals clearly understood ground pounding and wall jumping. Did they also have hats?

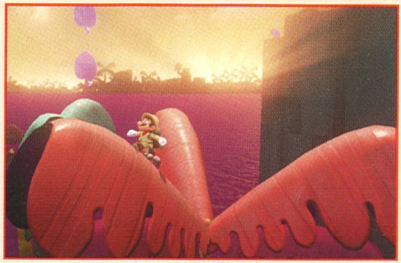
The Odyssey may be smoking from damage on a tropical island in bubbling water, but at least it's humid too. #Whew #HotEnoughForYa? #ForgottenIsle

Top Sights

A Dense, Primeval Forest

Few visit these remote islands surrounded by poison, but they are dense with plants that have followed a unique evolutionary path. There is a strange unity between the vibrantly colored plants, the odd animals, and the sea of poison surrounding them.

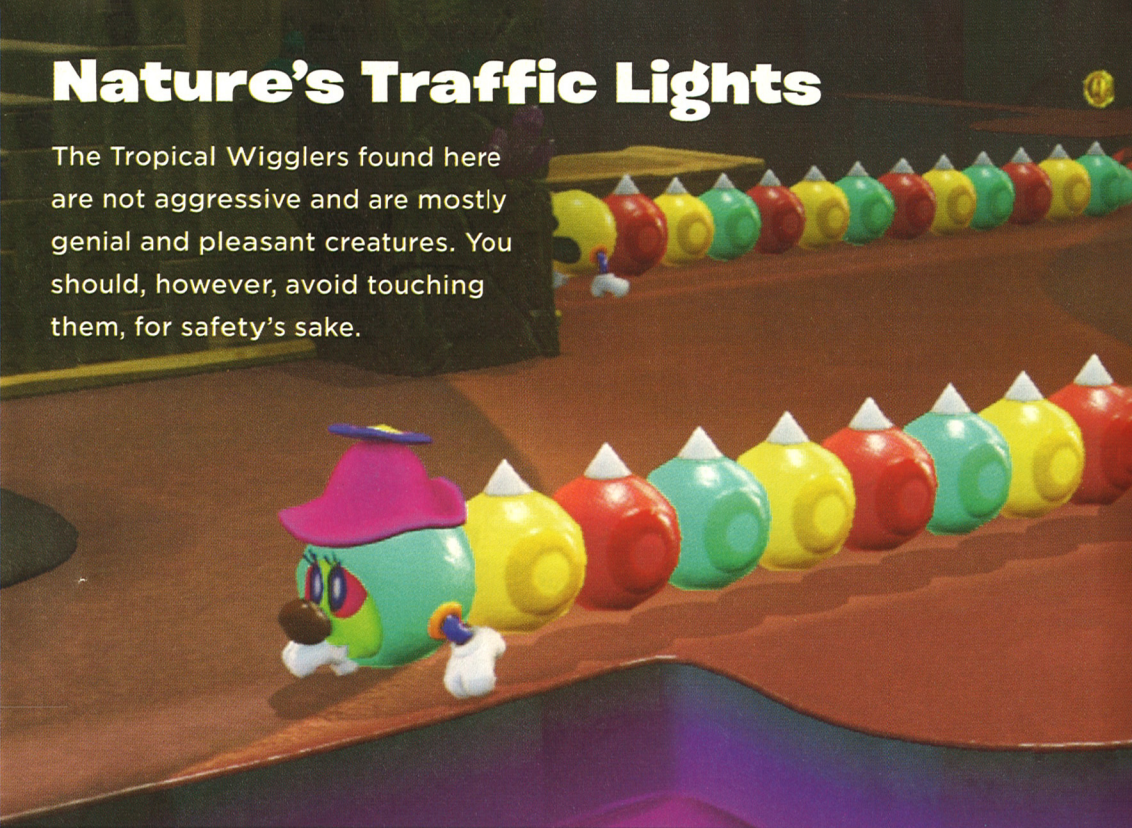
TIPTOEING ATOP TROPICAL TREETOPS



The unique tropical palms here have sturdy fronds, strong enough to support tourists and explorers. Mario can actually stand atop the fronds as he searches the canopy of trees for Regional Coins and Power Moons! The strange palm trees have trunks that can be climbed just like flagpoles.

Nature's Traffic Lights

The Tropical Wigglers found here are not aggressive and are mostly genial and pleasant creatures. You should, however, avoid touching them, for safety's sake.



They stretch and contract their bodies constantly and have a habit of stretching across major pathways, so you may need to wait for the right moment to pass. This behavior has given them the nickname "traffic lights of the island." Be sure to look both ways before you cross.

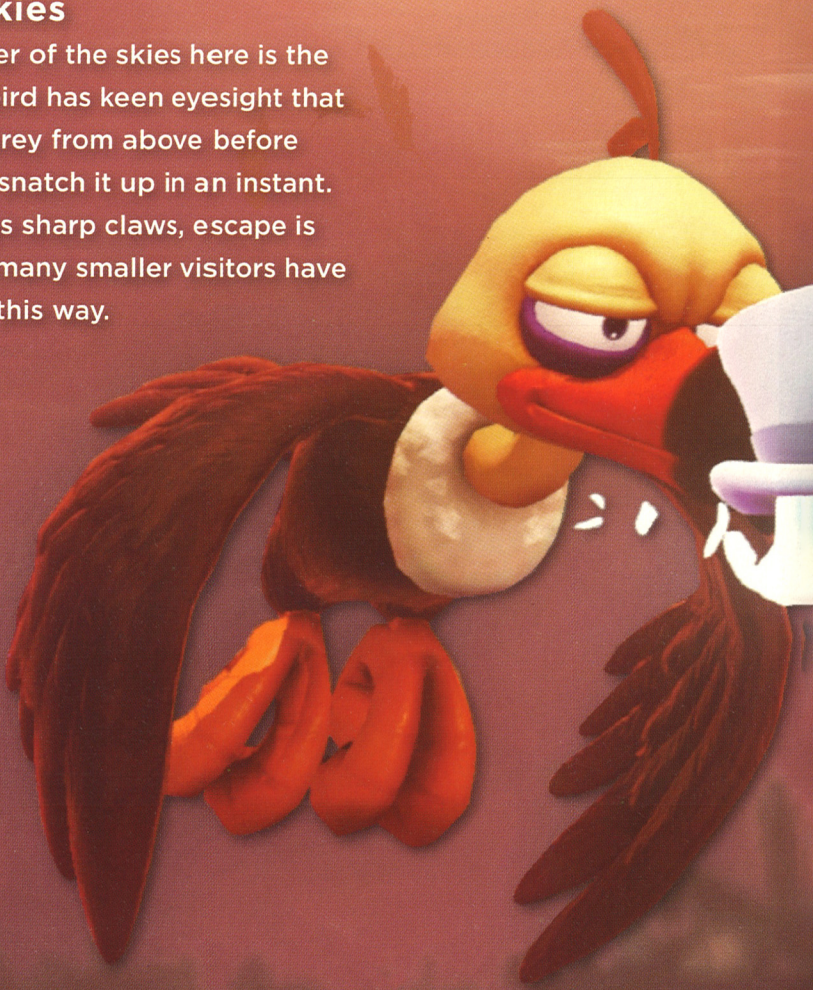
Tropical Wigglers may be docile, but they're not harmless! #StretchingSpikes #MostHelpfulCaptures #ForgottenIsle

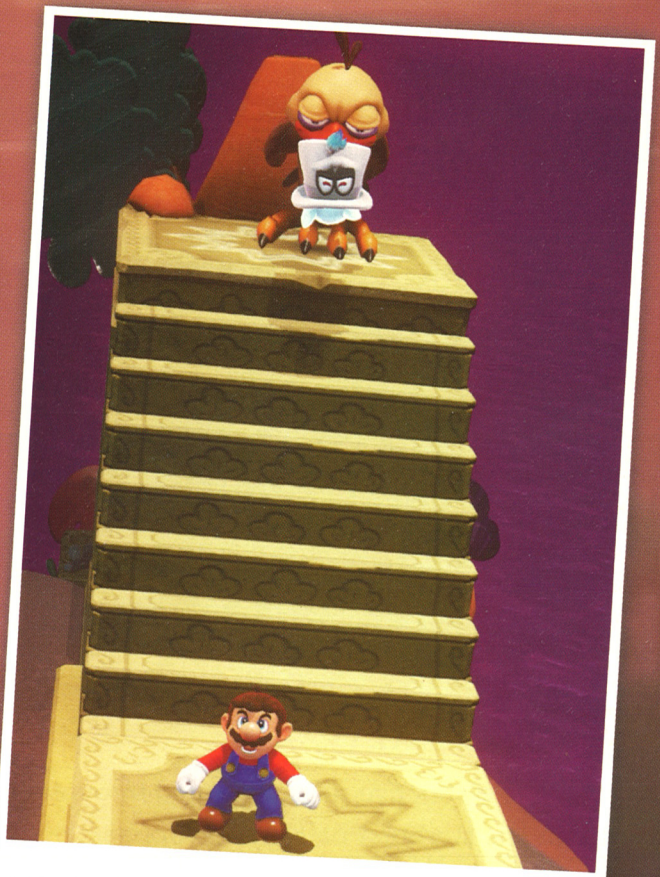
WIGGLING FOR FUN AND PROFIT

Across all the kingdoms of the world, few creatures are as helpful to Mario when captured as the nimble, flexible Tropical Wigglers. Nothing else is quite as maneuverable, from extending over big gaps between little footholds to stretching around blind corners into small cubbies.

Thief of the Skies

The undisputed ruler of the skies here is the Klepto. This large bird has keen eyesight that enables it to spot prey from above before swooping down to snatch it up in an instant. Once ensnared in its sharp claws, escape is quite difficult, and many smaller visitors have been carried off in this way.





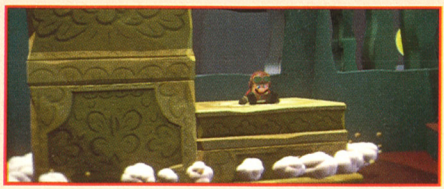
Thieving Bird! #Klepto #BirdsDontEvenNeedHats #SwampHill

Ruins Steeped in Mystery

The purpose of the distinctive ruins scattered throughout the island remains unclear. The starburst pattern that appears on them MAY indicate a spot capable of withstanding a great impact. The builders clearly mastered stonework, as these structures still operate and move perhaps centuries after their creators disappeared.

These ancient structures are great for avoiding the grabby Trapeetles. #TakeTheStairs #SuspiciousStarburstSymbols #IslandRuins

ANCIENT ELEVATORS



A forceful ground pound is enough to trigger the ancient stone mechanisms, which spring into action when struck. One side shudders up, the other rumbles down. Raising and lowering ruined pillars this way smacks thieving birds, exposes hidden passages, and raises jump platforms.

Watch Those Hands

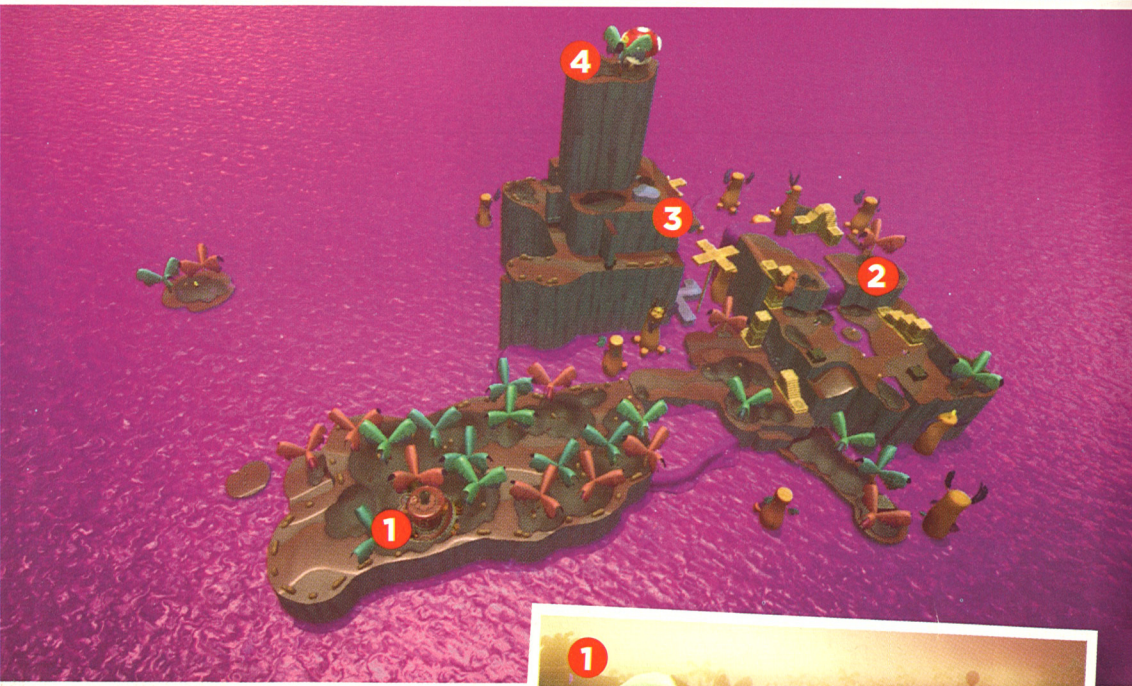
The Trapeetle is a local hazard. Its large hands capture prey, who are held tight as the creature explodes in a tragic display seen absolutely nowhere else in nature. It's best to avoid them.

Relentless Trapeetles seem especially eager to get a grip on Cappy. What is it with island creatures and hats? #Trapeetle #BeetlesDontNeedHatsEither #ForgottenIsle

BEETLEBOMBS

Mario can be hurt, but ghostly Cappy can't be. Exploiting this, Mario threw Cappy into the clutches of Trapeetles on purpose, baiting the beetles into making beelines toward breakable targets. Deftly leaping over an incoming threat is as natural to Mario as breathing, of course!

It's-a-You, Here!



The Odyssey: *The smoking Odyssey sets down roughly in a dense jungle of muted, strangely plastic colors. Dense vegetation and climbable trees surround it, before the cliff drop-offs to a sickening ocean.*

Swamp Hill: *The multi-tiered hill covered in ruins and crawling creatures is the island's dominant feature. Tropical Wigglers and Trapeetles roam freely on flat areas, surrounded by old secrets.*

Mountainside Platform: *The backend of the tall mesa overlooking the island hosts an 8-bit landscape patrolled by Fuzzies.*

Rocky Mountain Summit: *The flat, narrow top of the island's greatest peak has room for a souvenir shop, a tiny tree grove, and a Glydon perch. Oh, and a checkpoint flag.*

Getting Around

Lost Kingdom is compact enough that it seems lucky the damaged Odyssey had anywhere to crash-land at all, instead of just plunging into the toxic ocean!

Hiking proves to be the main method of transportation on the Forgotten Isle, with visitors trudging up the tiered steppes of Swamp Hill under their own leg power, or mounting the mesa on Rocky Mountain Summit with the help of an ancient starburst switch—maybe even the *first* such switch in the world?

Warp flags provide useful instant warps, particularly to the top of Rocky Mountain Summit. A well-aimed running long jump from up here can lead to almost anywhere on the island.

For even better maneuverability exploring the island with a leap off Rocky Mountain Summit, enlist the help of the Glydon perched up here. He can even soar to the fringe satellite islands located out in the water, beyond the reach of any human jumps.

Souvenir Hunting

Fitting the local flavor, the Regional Coins found scattered around Forgotten Isle are Leaf-shaped. They're often found hovering above deadly purple liquid, so the help of Cappy or a Tropical Wiggler is needed to pocket most of them. The Toad attendants inside Crazy Cap's on top of the mesa accept this as tender toward local souvenirs. Mario can pick up an Aviator Outfit here, fitting while he and Cappy are marooned on a tropic isle!

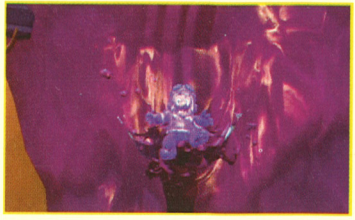
CRAZY CAP: FORGOTTEN ISLE EXCLUSIVES

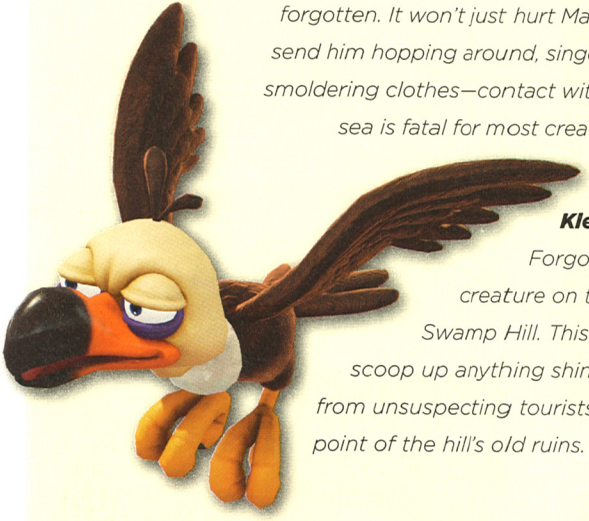
ITEM	REGIONAL COINS
Aviator Cap	5
Aviator Outfit	10
Lost Kingdom Sticker	5
Potted Palm Tree	5
Butterfly Mobile	25

HAZARDS & HOSTILES

The Forgotten Isle is free of Bowser-related threats, like mercenary hare wedding planners. But there's still plenty of danger here.

Toxic Sea: *The poisonous water surrounding Forgotten Isle is one of the reasons it's forgotten. It won't just hurt Mario or send him hopping around, singed by smoldering clothes—contact with the sea is fatal for most creatures.*





Klepto: *With the original dwellers of Forgotten Isle lost to time, the smartest creature on the island is the thieving condor guarding Swamp Hill. This big bird soars in to use its huge beak to scoop up anything shiny it sees. In between trips to steal stuff from unsuspecting tourists, Klepto returns to its perch on a high point of the hill's old ruins.*

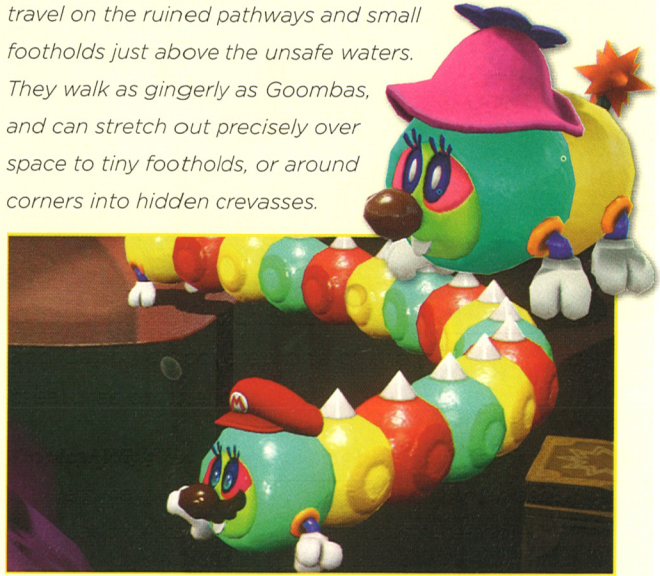
Trapeetle: *Only on this uninhabited isle are these weird, grabby beetles found. They march slowly toward nearby prey with delirious eyes and vice-like hands. If a Trapeetle succeeds in getting its hands on its target, it surges forward into the wall ahead and explodes! Although, Trapeetles may be baited by objects, such as hats...*

CAPTIVE FRIENDSHIPS

Islands are fascinating for the uniqueness of their animal and plant life, and it's here Mario and Cappy discovered one of the most peculiar creatures on the journey.

Fuzzies: *As in more moderate biomes, Fuzzies seem to collect in certain places along pathways, like lethal lint or dangerous dust bunnies. Widely skirt groups of Fuzzies; they can't be squished, captured, or defeated.*

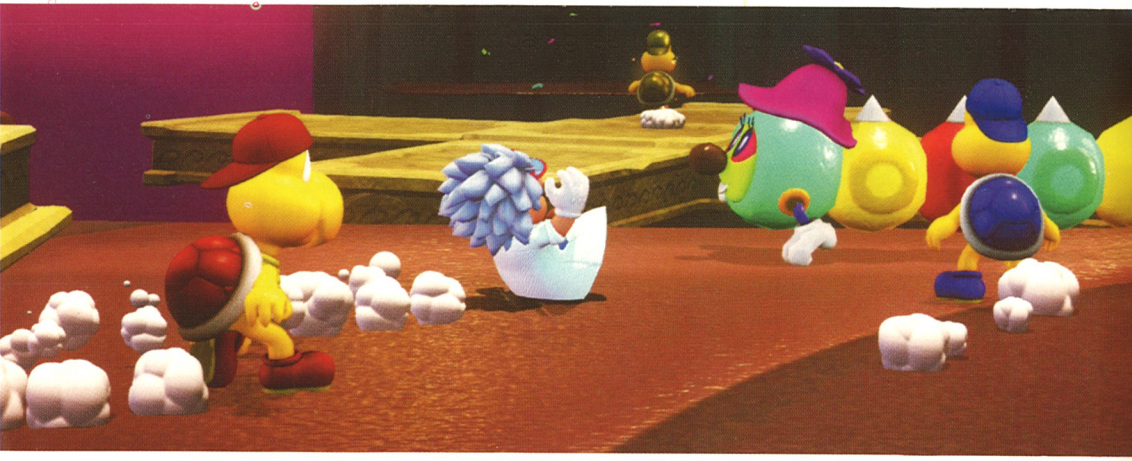
Tropical Wiggler: *These multicolored, many-segmented crawlers make surprisingly helpful allies, with an assist from Cappy. A captured wiggler allows sure-footed travel on the ruined pathways and small footholds just above the unsafe waters. They walk as gingerly as Goombas, and can stretch out precisely over space to tiny footholds, or around corners into hidden crevasses.*



Events and Attractions

Koopa Freerunning

The Koopa holding Freerunning signups stands right near the Odyssey's landing point on return trips, after it's patched up and back on the journey.



The racing Koopa Troopas follow the path through the jungle and up the huge steps of Swamp Hill, curling left toward Rocky Mountain at Swamp Hill's warp flag. But adept leapers can greatly cut short the course's length with accurate dive jumps to the skinny fingers of land seen to the left when exiting the jungle, one of which supports a cage containing a Power Moon. From atop that cage, it's easy to jump up to the Trapeetle-guarded flank of Rocky Mountain, skipping the entire Swamp Hill part of the race!

Postcards with Peach

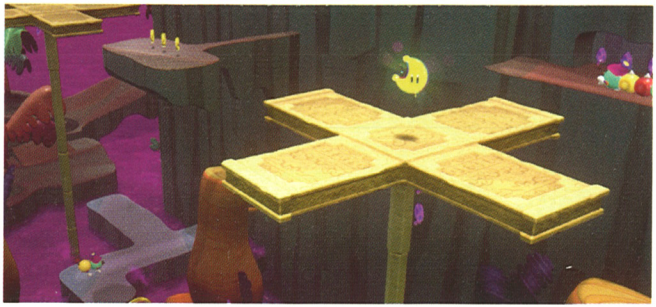
Peach and Tiara are never dragged here as captives during the chase for Bowser. They visit the Lost Kingdom on their own out of curiosity later on. During a calm visit to Forgotten Isle, Mario finds them atop Rocky Hill Summit. For whatever attire Mario sports, Peach is properly dressed for the tropics, not to mention a photo op.

Local Advice

Like Ancient D-Pads

One standout feature among the ruins here are the cross-shaped platforms suspended on poles. They're the only means of crossing some watery gaps between the top of Swamp Hill and the base of Rocky Mountain. Care must be taken when crossing the D-Pad-like structures, timing leaps to and from the platforms to make sure there's actually solid floor underneath. It's a long way down!

But the platforms don't seem to just be a foothold, at least not to whoever built them. Explore above and below the spinning D-Pads to find all sorts of interesting things.



TAXI
TAXI

Metro Kingdom

Modern Commerce Center and Urban Playground

Mario finally arrives in the frantic concrete maze of a modern metropolis. New Donk City is a concrete sprawl like never before encountered, a place where buildings stretch into the sky and even the residents peer down at Mario like Mario peers down at Mini Goombas. Such strange proportions on these extra-tall humans!

The people here, or New Donkers, as they call themselves, are a far cry from the languid and easygoing Toads of Mushroom Kingdom, New Donkers jockey and crowd around each other to get from one appointment to the next. They're not impolite, but you'd better keep it moving, pal. They live in high-rise apartments that stretch into the distance across the skyline in all directions.

Generally speaking, the city itself consists of parkland and shorter commercial buildings to the south, and taller office building skyscrapers to the north. The biggest building, New Donk City Hall, and the plaza at its base are located center-north in town.

There are all kinds of things to do in the city, as you might expect. There are secrets and surprises all over the place, and many activities in which to take part. There are diversions as free-form as tooling around town on a Motor Scooter or jumping rope, or as directed as joining an RC Car time trial, or Koopa Troopa freerunning challenge.

Above all, though, visitors must try to take the time to take in the citywide festival if scheduling permits. It's really something special.

New Donk City

Modern Commerce Center and Urban Playground

GET TO KNOW NEW DONK CITY	
Population	Crowded
Size	Ridonkulous
Locals	New Donkers
Currency	Portrait-stamped
Industry	Information, Ads
Temperature	Average 81°F

BRIGHT LIGHTS, BIG CITY-DWELLERS

Folks born and raised in Mushroom Kingdom aren't used to life like this. New Donkers are upwardly mobile, smartly dressed, focused, and in motion. They've got a schedule and a to-do list and they're all set up to remote-connect to the office if needed while grabbing their favorite coffee drinks at cafes catering to urban professionals. They can be found shopping, working, and relaxing all over Metro Kingdom.

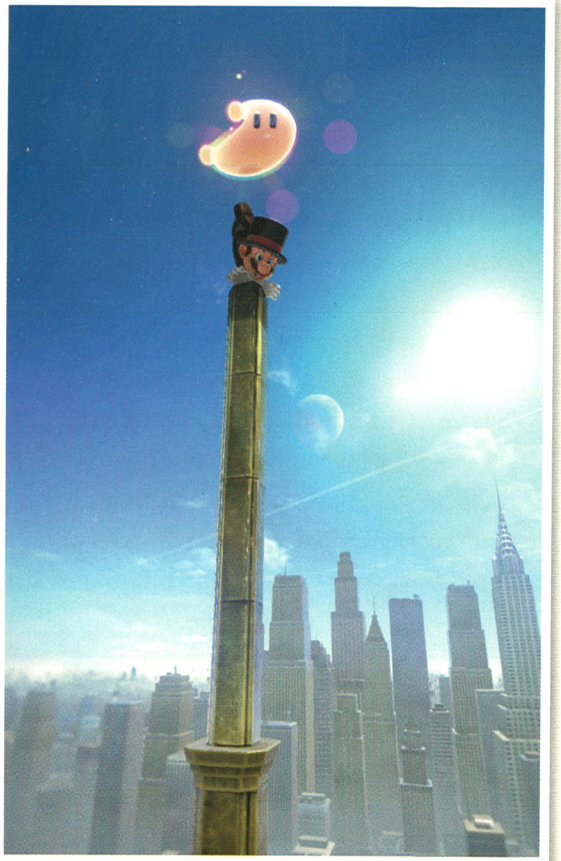
THREE KEYS TO THE KINGDOM

1. *Appreciate the constant Power Moon-based progress and development.*
2. *Visit those welcoming souls who just leave their doors wide open.*
3. *Participate in the citywide festival if you can (schedule subject to change).*

Top Sights

Scraping the Sky

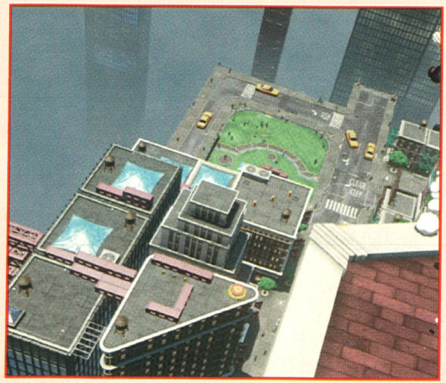
The skyscrapers of New Donk City are most people's first association with the city. But even among those, New Donk City Hall stands out as the very symbol of this great city, so don't miss it. Who knows, you might even run into world-renowned Mayor Pauline!



The view from the top is worth the climb! #CityHallSpire #TopoftheWorld #MetroKingdom

A BASE OF OPERATIONS AT ANY ALTITUDE

New Donk City Hall is not only enormous and tall, but also well-appointed in quick transit options, with three warp flags located at different points: New Donk City Hall Rooftop up top, New Donk City Hall Plaza at street level, and the Heliport midway up the tower, only as far away as a stroll across a dangling girder. From the rooftop, of course, Mario can take a running long jump toward most of the city below!



Transmitting the Mario signal! #DarkNight #Jumpman #FullMoon

A Million-Coin View

If you've come to New Donk City, you owe it to yourself to see it at night. The best viewing spot is the landmark New Donk City Hall, but sadly the interior is closed for construction, so you'll have to aim for one of the neighboring buildings.

If it's festival season, you'll have a chance at a once-in-a-lifetime experience. However, the timing is a bit irregular, so be sure to check the schedule beforehand.

THE DARK NIGHT BEFORE A SUNNY DAY

New Donk City is a gleaming metropolitan gem on a clear day, but it's anything but a clear day when Mario and Cappy first arrive, fresh from a nasty detour at Lost Kingdom. Not only is it pouring down rain, but Bowser's troops have occupied the city in force! Sherm tanks roam the streets, Bowser's airship circles overhead, and the Mechawiggler is perched menacingly on the New Donk City Hall antenna!

Crazy Cap Flagship Store

There's probably only one brand that the entire world knows, and that's Crazy Cap. Their original flagship store is right here in New Donk City.

The unique storefront is converted from an old theater. Theater space is no longer much in demand, with so many street performers in the city.

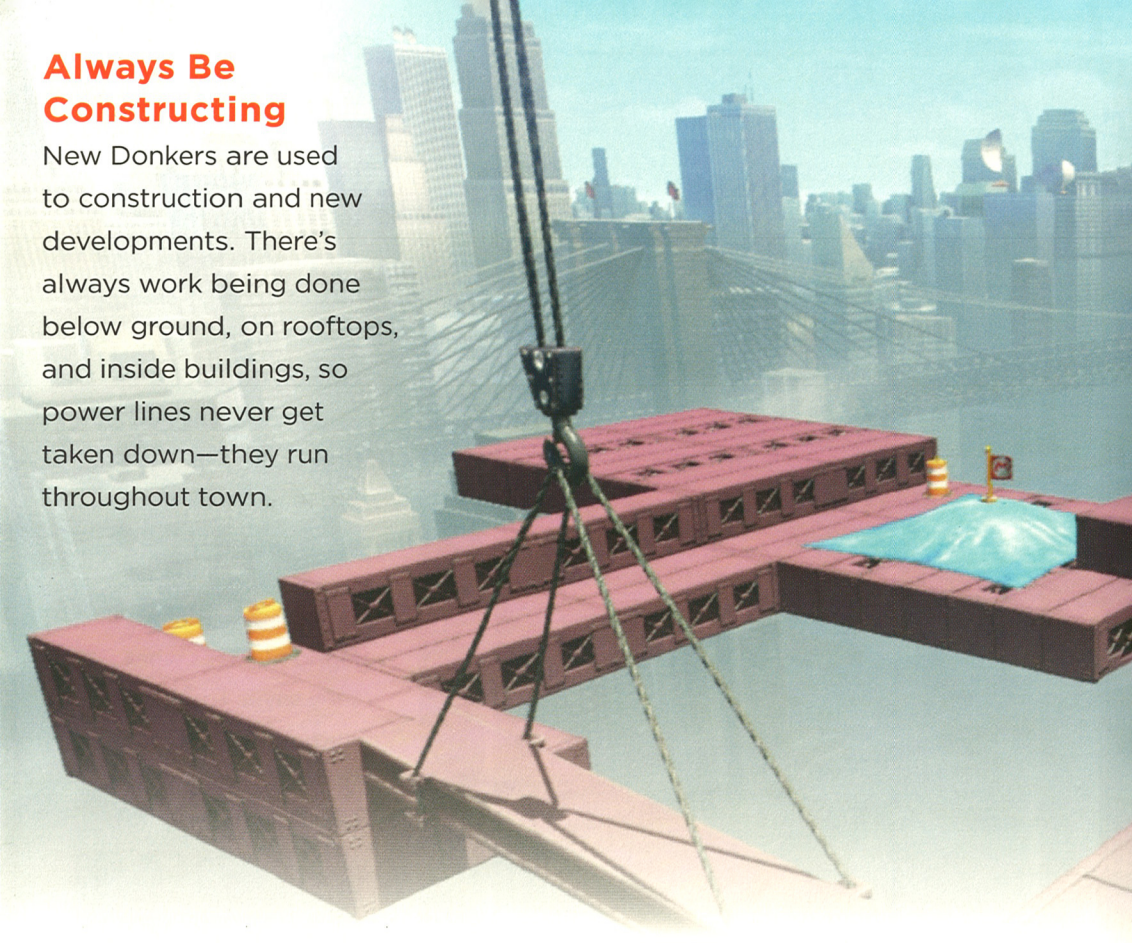
Every self-respecting world traveler wants a photo at the original Crazy Cap's. #SouvenirShop #Merch #NewDonkCity

MARIO THE BUILDER

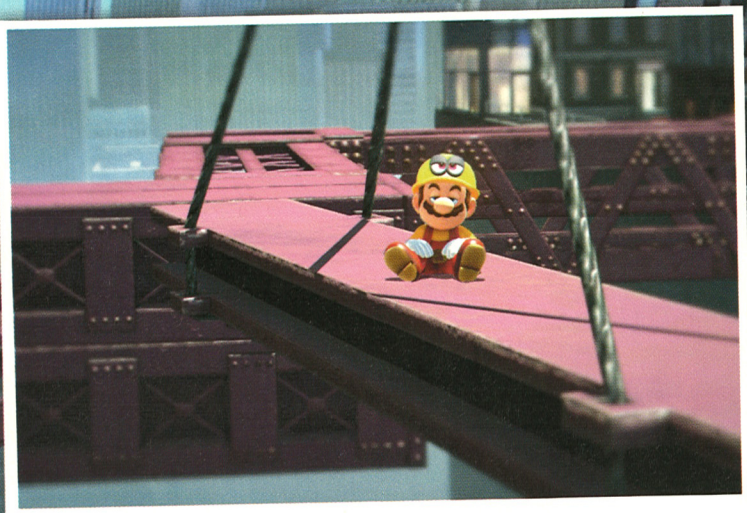
Metro Kingdom is packed with things to do, people to see, and lots of Portrait-stamped purple currency to collect. Cough up Regional Coins at the first Crazy Cap's store for an industrious-looking Builder's Suit that'll unlock access to more places here. Mario guesses what they say is true, putting on a hardhat does get you into just about anywhere.

Always Be Constructing

New Donkers are used to construction and new developments. There's always work being done below ground, on rooftops, and inside buildings, so power lines never get taken down—they run throughout town.



Unaccustomed travelers should watch out for the cranes, girders, and manholes scattered everywhere.



It's a strange spot for a nap, but you get used to it working New Donk City construction. #AsleepontheJob #Construction #NewDonkCity

THEY MOSTLY COME OUT AT NIGHT

On initial visits to New Donk City, Mario and Cappy find much more precarious construction zones. The narrow, rain soaked girder paths were guarded by Goombas and Sherms until the local Mechawiggler menace was neutralized!

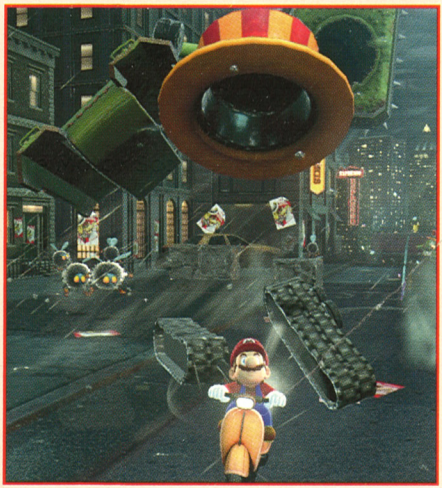
Scooting Across Town

These motor scooters may look old-fashioned, but they pack a punch and are perfect for tooling around the city. Be sure to try one out!

Catching serious airtime, especially bouncing off car hoods! #SplittingTraffic #TaxiHoodCatapult #NewDonkCity

BUILT NEW DONK TOUGH

The Motor Scooter is so sturdy and well-built, a motorist driving one can plow straight through Urban Stingby swarms, Goombas, and even Sherm tanks without missing a beat. Mario scooting along demolishes city vermin and Bowser troops, with no need to divert! Of course, Sherm shots and Urban Stingby charges still need to be dodged.

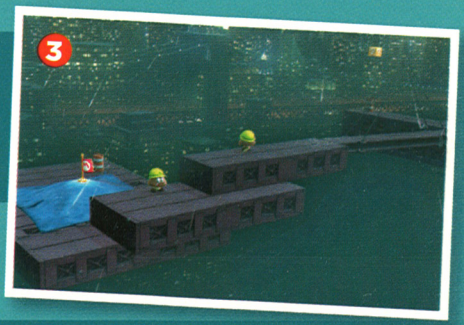


It's-a-You, Here! (Nighttime)

The Odyssey: *It was a dark and stormy night when the Odyssey set down on a tall building off the southern fringe of the municipality.*

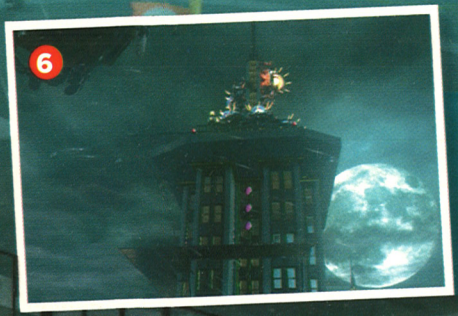
City Outskirts: *Not only is it storming in the dead of night, but everyone has fled indoors to avoid the scourge of Urban Stingby flies swarming the plaza.*

Construction Site: *The New Donk City planning committee's infrastructure work is under assault by servants of Bowser, both Goomba foot soldiers and Sherm artillery.*



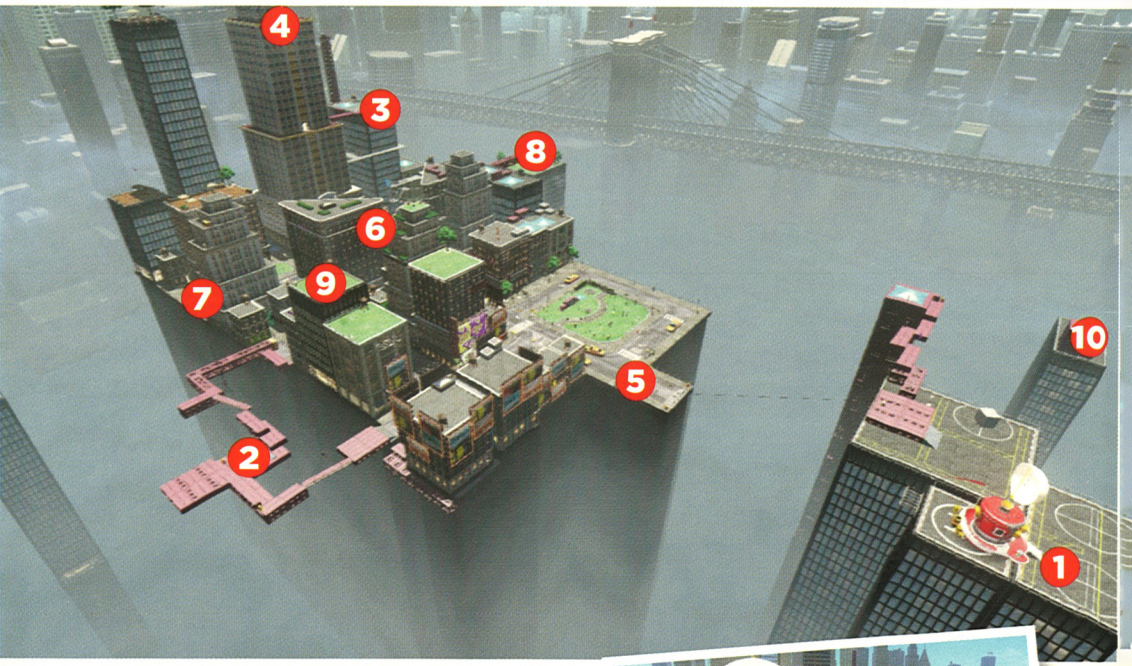
Construction Access: *What would normally be a lively urban plaza is sectioned-off, rain-slicked, and patrolled by a Sherm formation. Stairway access nearby reveals a way to access building rooftops.*

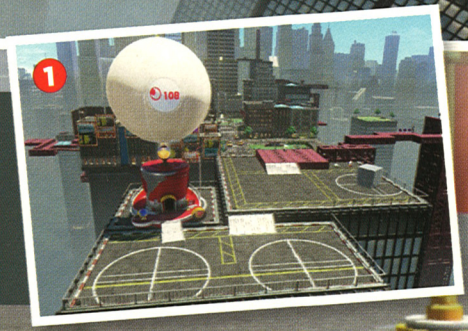
Heliport: *The building next to New Donk City Hall rises less than halfway up the city's greatest building. Still, this is a useful perch to survey the Bowser-occupied terrain.*



New Donk City Hall Rooftop: *Mayor Pauline's place of work has a warp flag conveniently located most of the way up, though the very top (and the Mechawiggler found there) must still be accessed by Spark Pylons along the skyscraper's flanks.*

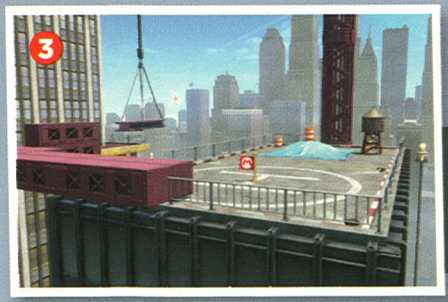
It's-a-You, Here! (Daytime)





The Odyssey: *The airship lands in the same place as during the blustery rainstorm, but conditions are far better and there's more to do, both immediately around the Odyssey and in the bustling city below.*

Construction Site: *Caution is advised when navigating the sections of construction extending out over sheer drop-offs.*



Heliport: *Found on the roof connected to New Donk City Hall, this is a good jumping-off point for exploring this corner of the city.*

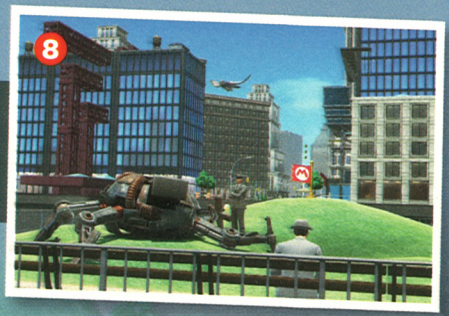
New Donk City Hall Rooftop: *New Donk City Hall is the physical and political center of the city, as well as its tallest point. This checkpoint is most of the way up the building's towering bulk.*

Main Street Entrance: *What was a steaming, fly-ridden, abandoned square in the rain is now a bustling urban center, filled with traffic.*

New Donk City Hall Plaza: *The foot of New Donk City Hall features a centrally located, convenient checkpoint.*

Outdoor Cafe: *Outdoor park space is set aside to the northwest for residents to relax, refuel, and brainstorm together.*

Mayor Pauline Commemorative Park: *This peaceful park is set on a building rooftop separated from the rest of the city.*



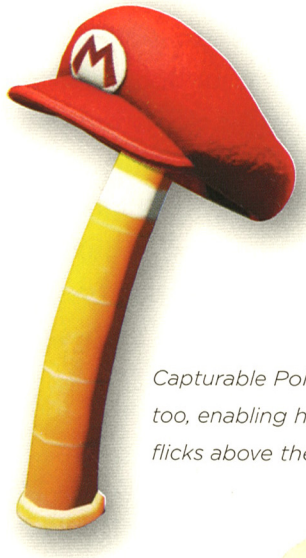
Rooftop Garden: *Arriving on the rooftops around this checkpoint involves some thrilling and creative jumps.*

Isolated Rooftop: *The only way here is through a warp painting found in Sand Kingdom.*

Getting Around

Metro Kingdom is one of the most distinctive environments for Mario to navigate, with its combination of towering, airy verticality stacked atop narrow alleys and open urban plazas. Every surface is either flat or straight up, every corner 90-degrees.

Other visitors might have to make due with more pedestrian abilities, but Mario can get a leg up climbing the buildings thanks to his tallest jumps, and his ability to bounce high off of Taxi hoods. Once Checkpoint Flags on some rooftops are activated, one of the fastest ways to get around the city involves instant-warping to a rooftop then long-jumping off the side toward the intended destination.



Capturable Poles are around too, enabling high-arching flicks above the city.

As in most kingdoms, Spark Pylons are situated in some places, usually where travel is impossible any other way.

Mostly unique to Metro Kingdom, this is the place to find drivable Motor Scooters. These surprisingly zippy two-wheelers are naturally among the best ways to get around the city at ground level. They're also surprisingly capable higher up, since Motor Scooters will bounce off of Taxi hoods just as readily as Mario, and can be carefully maneuvered up stairway access on the side of buildings.

Souvenir Hunting

100 Portrait-stamped Regional Coins are scattered throughout New Donk City, both outdoors (where all the rooftops provide great vantage points for spotting glints of purple) and inside some building interiors. Purple coins in Metro Kingdom can be redeemed for city souvenirs at the local Crazy Cap's, which happens to be the first one!

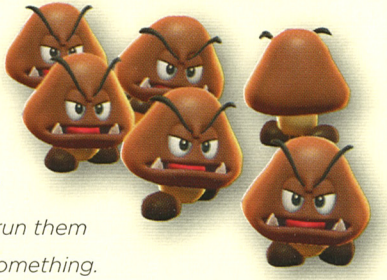
CRAZY CAP: NEW DONK CITY EXCLUSIVES

ITEM	REGIONAL COINS
Builder Helmet	5
Builder Outfit	10
Golf Cap	20
Golf Outfit	25
Metro Kingdom Sticker	10
New Donk City Hall Model	5
Pauline Statue	25

Normally, Metro Kingdom is remarkably safe, and the worst thing that might happen is that Taxis honk at Mario. However, depending on inclement weather, and inclement Bowser invasions, the situation may be much different.

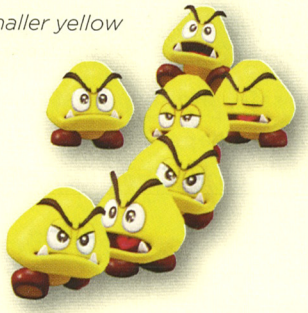
Urban Stingby: *When it's safe to go outside, local City Public Services are great about keeping streets cleaned and vermin-free. When it's not safe to go outside, watch out—the city accumulates trash quickly, and Urban Stingby Larva even quicker without prompt waste removal.*

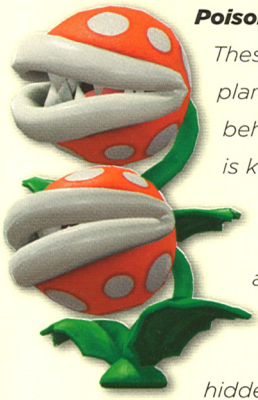
Sherm: *The main muscle in Bowser's occupying army, Sherms are found all over ground level in the city at first. They locked down the city's streets, then posted up to swat flies and repel would-be heroes. This strategy backfires for Bowser and friends, because Sherms turn out to be terrific capture targets for Mario and Cappy.*



Goomba: *As usual, where Bowser treads, mindless Goomba minions follow. It's a wonder why, too, since they're so easily dispatched with a commandeered Motor Scooter or captured Sherm tank. Dodge Goombas, or stomp them, blast them, or run them over. Perhaps they make good mechanics for the Sherms or something.*

Mini Goomba: *The smaller yellow cousins to full-sized Goombas sometimes turn up in building interiors in the city. They're aggressive, but easily defeated with a cap toss.*





Poison & Fire Piranha Plants: *These strange, cultivated plants exhibit animal-like behaviors. Naturally, the city is kept free of this dangerous greenery on the streets where citizens work and pedestrians gather. Some private growers have Piranha Plants hidden indoors, though. Among many other good deeds he performed for New Donkers and Mayor Pauline, Mario cleaned up an underground Poison Piranha Plant infestation interrupting a Power Moon-powered electric transformer. This enabled the citywide festival to go ahead, fully powered up!*

CAPTIVE FRIENDSHIPS

Metro Kingdom provides many chances to capture a Sherm, which always greatly enhances Mario's offensive punch. Short of the T-Rex, no capture puts more firepower at Mario's fingertips. There are Goomba capture chances too, though no real incentives to do so. Metro Kingdom is the most naturalistic region Mario visits, so tank-capturing aside, most activities here are tackled in regular old people-flavored Mario form.

Still, a few inanimate objects here can be captured and bent to heroic purpose.

Pole: *A captured Pole can be stretched in any direction to build tension, which can be released to flick Mario in the other direction.*

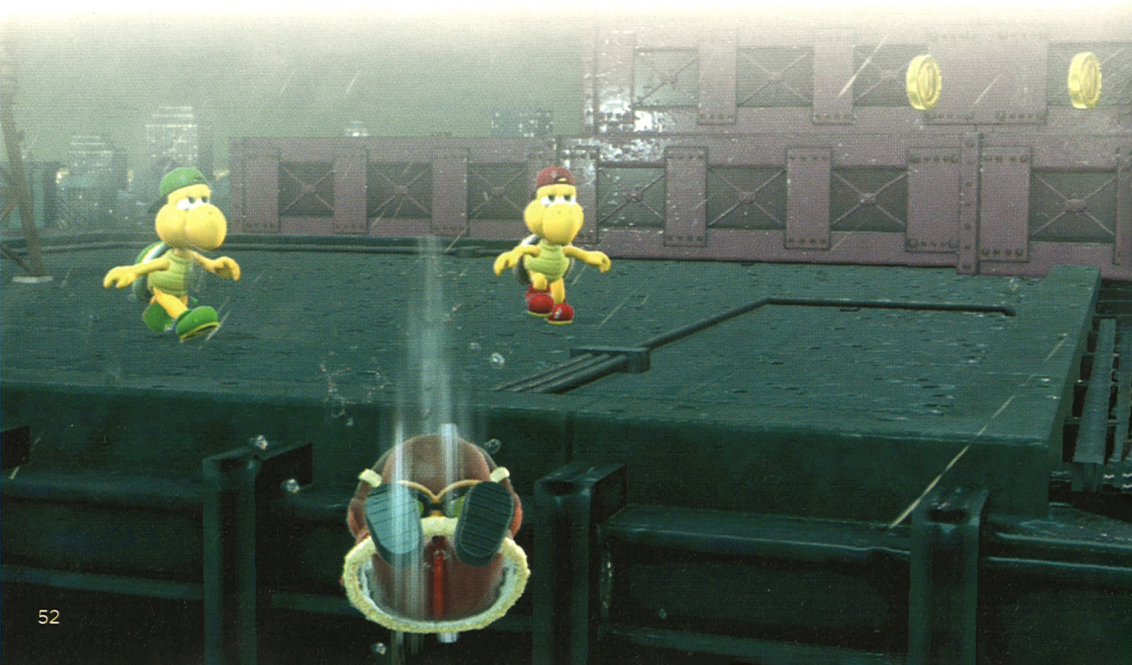
Taxi: *Most Taxis are already occupied and can't be captured, but one conspicuous cab in particular has a knob on top that looks Cappy-sized. Capture this cab to visit a seedy, Sherm-filled alley.*

Manhole Cover: *There are a few curious captures that involve Mario just scooting a hefty object a few inches here or there, like with the Tree and Rock in Wooded Kingdom. Certain Manhole Covers can also be nudged over in Mario form, opening access to areas under the roadway.*

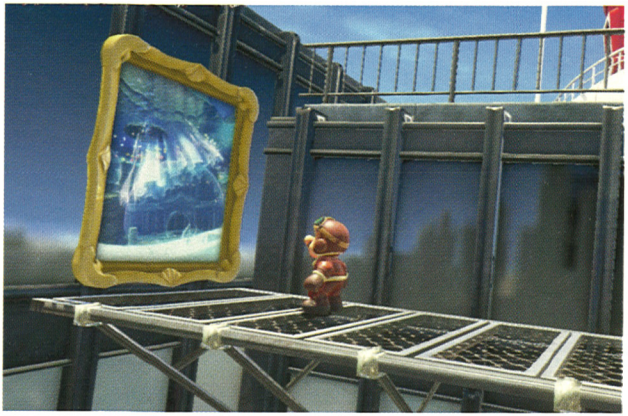
Events and Attractions

Koopa Freerunning

Creative climbing is needed to mount the rooftops where the Koopa waits to accept freerunning sign-ups. The route begins at the same place, on the rooftop on the eastern edge of the city, and ends at the tall northwestern rooftop. Handling the in-between is remarkably open-ended. In the end, racers need to either tackle the northwestern tower by climbing from below, pole-flicking up the side, or by jumping down from the top of New Donk City Hall, the only building even taller.



Art Appreciation



A strange magic picture frame is hidden in plain sight by the Odyssey's landing spot. It's blank for a while, but eventually fills in with an image of another land, like similar frames in other kingdoms. Here, the picture frame fills in with an image of either Wooded Kingdom or Lake Kingdom. Passing through the picture frame causes a jaw-dropping warp to a secret location in that kingdom.

RC Cars

Enough RC Car hobbyists reside in New Donk City to justify an entire space for RC practice and racing. Mario can enjoy RC Car driving too, by capturing a New Donker using one. The controls take some getting used to, but are just like the classic toys.

Slots

Tostarenan game runners have expanded from Sand Kingdom to New Donk City, colorfully decorating a building to make it obvious where to go to try their game.

Jump-Rope

Right by Main Street Entrance, competitive jump-ropers assemble on nice days. The goal is to see how many clean jumps can be chained consecutively over the spinning rope, which whips around with increasing urgency.

Postcards with Peach

During Peach's world tour, there's no way she'd miss stopping by the cosmopolitan wonderland. There's also no way she'd miss out on a primo view for her and Tiara to enjoy.

Local Advice

Getting the Band Back Together

The citywide festival is one of the real treats of visiting New Donk City, but it can't be held without a backup band assembled for Mayor Pauline. It's a good thing it won't be hard to tell which residents might be available.

Maybe this is where all the "Taking Notes" music notes come from?

Great Suspension!

Taxi hoods launch Mario as high as trampoline flowers, but without the spinning effect or floaty descent. Aiming high-flying bounces off Taxi hoods can lead to shortcuts up the side of buildings, as Mario makes it up to footholds on ledges, light fixtures, and signs.

Snow Kingdom

Bedrock Community, Blanketed in Snow

When departing Metro Kingdom, Mario and Cappy must choose between going to Snow Kingdom or Seaside Kingdom first. Hmm, oceanside resort with perfect weather, or chilling bowl landscape in the mountains? Still, Snow Kingdom has some sneaky charms to recommend it.

Despite the low temperature, when the blizzard clears the area shines bright with the reflections bouncing off all the snow and ice. Hikers and snowshoers trudging about aboveground in the cold air must take care not to dip into the water here, or the cold will cut to the bone, fast.

Mean-looking apparitions known as Ty-Foo can be seen floating in the cold air, but they're mostly harmless unless they blow anyone clean off a platform. Other local wintry creatures, the Bitefrost in particular, are a more direct threat.

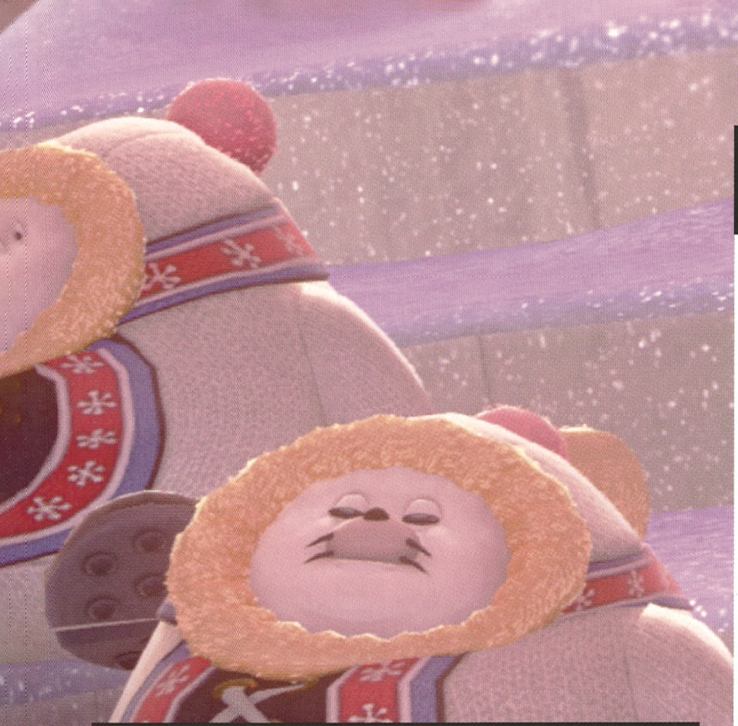
The key to the region is that the chill in the air is balanced out by the warmth of the Shiverians living under the ice. Roly-poly Shiverian locals are funny, friendly, and love nothing more than racing games and cake. How could anyone dislike the Shiverians, or steal their best sweet treat? Looking at you, Bowser.

When their courses aren't walled off by the selfish king of Koopas, the Shiverians run races and host travelers in Shiveria Town. Some other pastimes can be found aboveground, Koopa freerunning and trace-walking, for example, along with many other snowy challenges to uncover.

Shiveria

The warmest community in the coldest land

GET TO KNOW SHIVERIA	
Population	Middling
Size	Deep, Wide
Locals	Shiverians
Currency	Snowflake-shaped
Industry	Cakes, Racing
Temperature	Average 14°F



THREE KEYS TO THE KINGDOM

1. *Swim only in short bursts if you like being warm enough to stay alive.*
2. *Dig for the gate to the town, which is frequently buried in the snow.*
3. *Bound your way through a race (build and species permitting).*

HUDDLE UP WITH THE SHIVERIANS

Snow Kingdom has one of the harshest environments in which to live, but you almost wouldn't know it from the warmth and helpfulness of the resident Shiverians. With round, insulated bodies and faces like seals or otters, Shiverians are uniquely suited to the temperatures and wind conditions in the region. Their main settlement is in Shiveria Town, where they share their love of racing and cake. It's located down a deep well near a checkpoint flag.

Top Sights

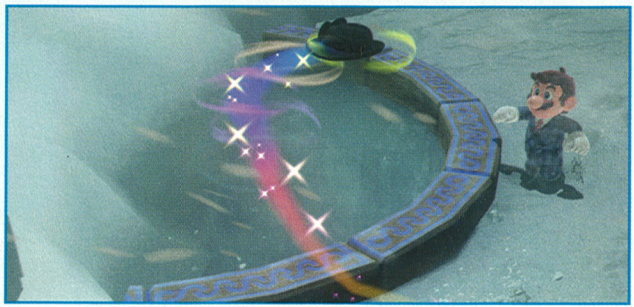
A Frozen Land

The Snow Kingdom is a world of ice and snow that freezes the body but dazzles the eyes. Stay alert though—one bad step can drop you into the dangerously frigid sea. Despite the cold, the town of Shiveria is famous for its warm hospitality and, on clear days, the view can't be matched.

It sure seems like it's been a while since Mario visited a comfortable climate. #ChatteringTeeth #ZeroVisibility #SnowKingdom

SNOW DAY

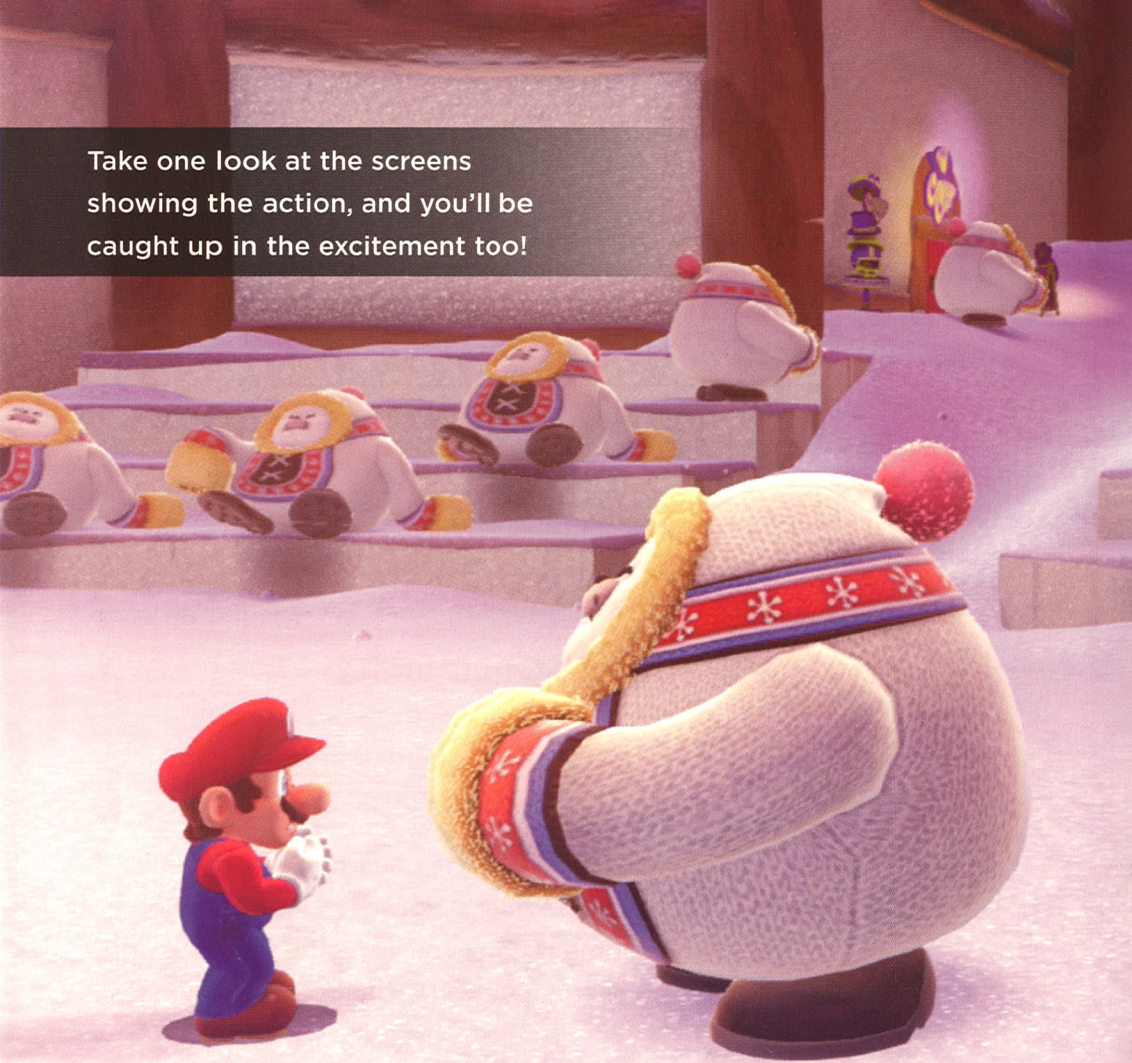
Old layers of snow are packed down with yet more snow and eventually become hardened, granite-like ice shelves. But fresh drifts of slushy snow can still be scooped out. Mario easily gets by using Cappy tosses as his form of snow shoveling. Or, he can just trudge head-on into the gossamer piles of snow and knock them down, something that's considerably comfier with a Snow Suit!



A Warm Community

Shiveria is a huge excavated settlement beneath the ice. It's warmer here than up above, but you'll want to bundle up all the same.

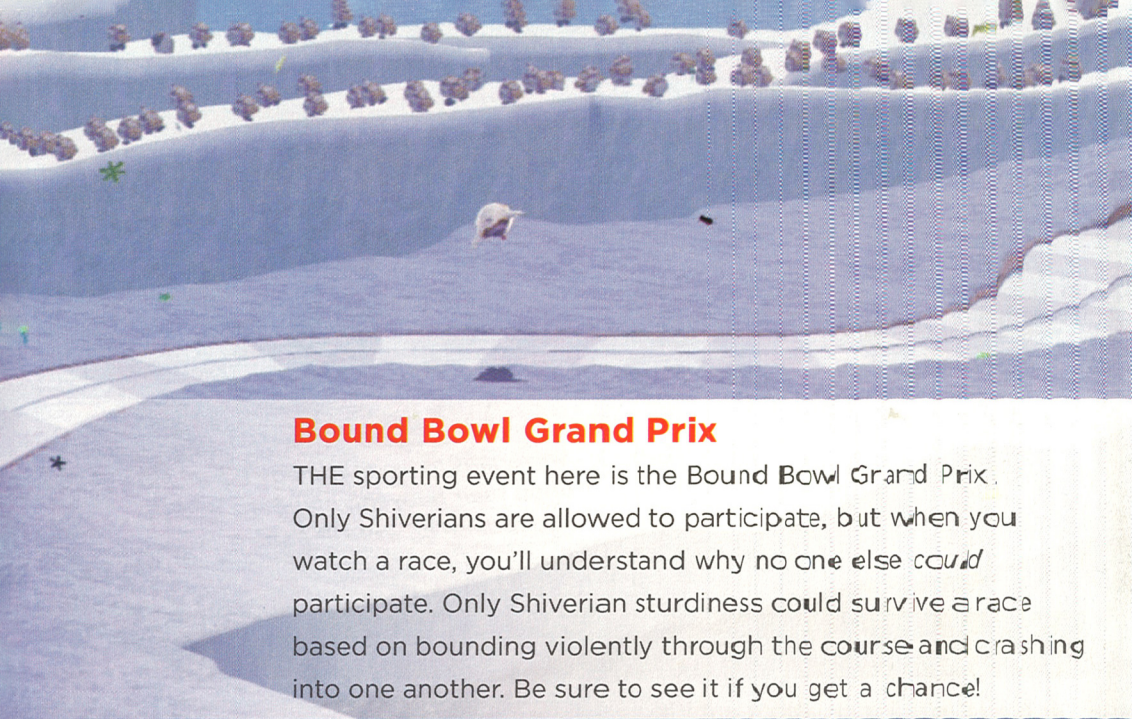
Despite the cold, the cheerful Shiverians will thaw any traveler's frozen heart. And if you visit the center square, you'll see the fiery passion the Shiverians have for their traditional races.


Take one look at the screens
showing the action, and you'll be
caught up in the excitement too!

That's not the right way to warm up! Watch out for the torches! #FireStillBurns #TrySnowSuitInstead #ShiveriaTown

RACES CANCELED

Part of Bowser's mad dash around the globe, kidnapping Peach and Tiara and gathering up wedding items, led him here. The Koopa king stole the Shiverians' prized Frost-Frosted Cake and shuttered access to their equally prized racetrack. Mario's first order of business in this wintry land, after bundling up at least, was clearing out threats in the spoke hallways of town, reopening the sloped path down to the racing circuit.

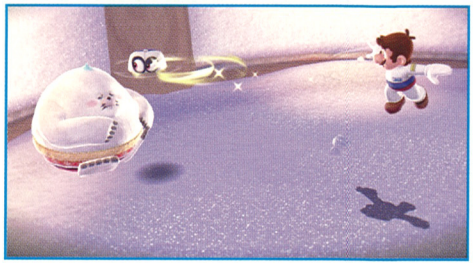


Bound Bowl Grand Prix

THE sporting event here is the Bound Bowl Grand Prix. Only Shiverians are allowed to participate, but when you watch a race, you'll understand why no one else *could* participate. Only Shiverian sturdiness could survive a race based on bounding violently through the course and crashing into one another. Be sure to see it if you get a chance!

Shiverians move quickly by bouncing upon their buoyant, blubbery bodies! #BoundingLife #BBGP #ShiveriaTown

CAPTURING A RACER'S HEART



If Mario asks locals about entering the Bound Bowl Grand Prix, everyone will tell him he just doesn't have the right build for it—and they're right. But Cappy can take care of that. A would-be racer hesitating in the waiting room off to the side in Snowline Circuit is the perfect ticket into the races for the traveling heroes.

Icing and Racing

Beyond racing, Shiverian are known for elaborate baked goods. Especially renowned is the Frost-Frosted Cake, which is very popular at weddings. By tradition, only the Shiverian Elder is allowed to make this extraordinary confection. What's more, they are specifically created as the grand prize for the Bound Bowl Grand Prix, so the only way to get one is to convince the winner to let you have it.

Aside from winning the cake in the Bound Bowl Grand Prix, it can also be obtained through crime. #ThievingBowser #FrostFrostedCakeMissing #SnowKingdom

THE MOON AS CONSOLATION PRIZE

In peaceful times, the championship prize cake is kept on display on a circular pedestal above the Snowline Circuit racetrack. However, in times of crisis, when the Frost-Frosted Cake goes missing, the races must go on. In the absence of cake, winners score Multi-Moons. This was better for Cappy and Mario in their journey anyway—the Odyssey airship runs on Power Moons, after all, not cake.

Crevasse Menace

Lurking in the local crevasses you may find a Bitefrost. These creatures move through the ice under their prey, then thrust upward, chomping. Caution (and jumping ability) is advised.

HELPFUL PREDATOR

The rising motion of Bitefrosts who detect prey above their roaming shadows can be used by especially brave explorers in Snow Kingdom. A striking Bitefrost leaves a small pause between extending upward and biting. This gives anyone using the Bitefrost as an improvised lift time to leap off before getting snapped!

Bitefrost territory is surely among the worst places to try staging a photo op. #Ouch #StayMoving #HollowCrevasse

It's-a-You, Here!

The Odyssey: *The airship sets down on an icy mesa partially because of lack of alternative options. After dropping down, return back to this height using a hot air updraft.*

Above the Ice Well: *There's a warp flag located near a deep well. This marks the spot aboveground that's over Shiveria Town.*

Corner of the Freezing Sea: *An icy beach in this corner is sandwiched between doors to special events, trace-walking and a much more challenging Bound Bowl Grand Prix track than the simple Snowline Circuit.*

Snow Kingdom Clifftop: *This high mountain ledge can only be accessed through a magical painting frame in a kingdom visited much later on.*

Souvenir Hunting

Purple, Snowflake-shaped Regional Coins are found sparsely throughout the gleaming blue-white expanse of Snow Kingdom. There are 50 total, mostly in small groups along the fringe of the water outside, or within the spoke hallways around the Snowline Circuit entrance in Shiveria Town's little underground square. As soon as 15 purple coins are in hand, a trip to Shiveria Town's souvenir shop to pick up the warm Snow Hood and Snow Suit is strongly advised.

CRAZY CAP: SHIVERIA EXCLUSIVES

ITEM	REGIONAL COINS
Snow Hood	5
Snow Suit	10
Snow Kingdom Sticker	5
Shiverian Rug	5
Shiverian Nesting Dolls	25

HAZARDS & HOSTILES

The plunging temperature dominates any discussion of what it's like in Snow Kingdom. Every creature here must deal with it in their own way. Blizzards reduce visibility to nothing, icy surfaces make running creatures slip and slide with errant momentum, and water contact is quickly dangerous. The chilly character is manifested as the Bitefrost pillars that appear in some places, presenting at first as strange shadowy faces in the ground, which then erupt upward as icy, biting pillars.

Freezing Sea: *Snow Kingdom is so cold that water exposure is lethal after a short time. A host of effects indicate that a bath in frigid liquid needs to be as brief as possible. Wearing a Snow Suit and Snow Hood staves off cold damage while submerged for a bit, but ultimately the only way to safely swim for any length of time is to capture a local Cheep Cheep.*

Ty-Foo: *This bizarre, huge puffball is like a living cloud, and can huff and puff powerful gusts of cold wind. Unfortunately, these gusts tend to blast over dangerous walkways. Mario has to be very careful not to get blown off the side around Ty-Foos. But, on the bright side, Ty-Foos are fascinating creatures to capture.*

Spinies: *These spikey critters fit right in with the harsh environment. They can't be captured, crushed, or cap-clobbered. They'll just have to be avoided... if a Ty-Foo can't be convinced to blow all the Spinies away.*

Goombas: *You, seasoned explorer, are saying "I get it, Goombas again," but Goombas are actually more noteworthy here. Goombas are squatter and even more secure on their feet than Mario himself, and won't slip around on the icy ground found in some areas of Snow Kingdom. Put grippy Goomba feet to good purpose by capturing them to move safely while navigating icy caves.*

CAPTIVE FRIENDSHIPS

Snow Kingdom is harsh and sparsely populated, but the non-aggressive creatures that are found here provide lots of help. Mostly, this is by helping Mario move quicker than he can on his own, whether bouncing across the Shiverian racetracks or swimming safely below the cold lake's surface.

Shiverian Racer: *Coaxing the participation of the reluctant Shiverian racer loitering near Snow Kingdom racetracks is as easy as tossing Cappy onto his head. The keys to staying in the mix as a Shiverian racer are staying on-track and bounding forward on every landing.*

Cheep Cheep: *These fish are relatives of those found in bodies of water in other kingdoms. The difference with these Cheep Cheeps, apart from color, is that they're adapted to life at the cusp of freezing. Spending any meaningful time swimming across the lake bottom exploring the kingdom can only be done with a captured Cheep Cheep.*

Lakitu: *Historically, Lakitu has often been a pest or antagonist, interfering with Mario's various pursuits, usually by hurling Spinies down from above. But lately, Lakitu only wants to peacefully fish!*

Events and Attractions

Bound Bowl Grand Prix Races

The most cherished local leisure is centered around the bouncy racing unique to Shiverians. Most Shiverians are totally hooked on racing, whether as racers or cheering viewers.

Koopa Freerunning

Beginning with a plunge from high up on an ice shelf in the northwest, this region's freerunning path then leads over or around the ice well's island, back up to the Odyssey's platform via the uncorked updraft, then on the narrow path past the blustery Ty-Foo toward the goal. The main decision is whether to cut across the ice well island on foot, or capture a Cheep Cheep just after splashing into the water at the beginning, enabling a scurrying swim around the right side of the ice well island.

Koopa Trace-Walking

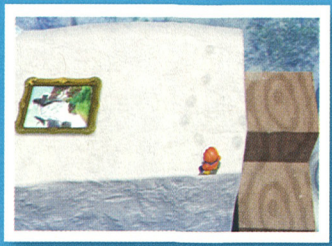
Some athletic pursuits are more about steady precision and less about rapid, overwhelming action. That must be why some Koopa Troopas like holding cross-region sprint races, and some like watching Mario walk evenly across ice on disappearing guidelines.

Private 8-Bit Freezer

Anyone donning a Snow Suit and Snow Hood when climbing up to the second floor of the town square can gain access into a special chamber. Inside the freezer room on the second-tier balcony, an intriguing wraparound 8-bit stage awaits.

Art Appreciation

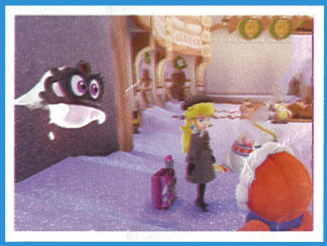
When the weather is calm and the aboveground expanse can be fully explored with captured Ty-Foo clouds, the strange painting frame in Snow Kingdom can be found lying flat on a high ledge. A platform can be blown nearby, allowing Mario a way to climb up and see where it leads...



Ice Fishing

Lakitu holes up in a quiet little fishing pond in a scoop melted out of a glacier. The shadows of hungry fish can sometimes be seen stirring under the water's surface, tentatively biting at Lakitu's bait.

Postcards with Peach



Peach and Tiara traveling on their own visit Snow Kingdom the same as every other region. They meet each other in Shiveria Town, near the Snowline Circuit entrance, where the torches and general Shiverian friendliness give everyone a sense of warmth that beats back the cold.

Local Advice

Bundle Up

There's no total solution to the pervading, bone-deep cold that grips the whole kingdom. But a little bit of relief can be had for the low, low price of 15 Regional Coins down at the local Crazy Cap's shop, conveniently located smack in the middle of Shiveria Town.

On Thin Ice

Where the ground is slick with ice and the path is dotted with the shadows of shaky stalactites overhead, commandeering a Goomba stack can be just the thing to prevent a slip and fall into the abyss. Reaching up to collect hovering purple coins is a bonus.

Kingdom Adventures

Travel Companion Volume 3

Written by Joe Epstein

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- ***Meet Interesting Inhabitants!***
- ***Get Your Hands on the Best Souvenirs!***